MANUAL

SEGA

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Thank you for purchasing this game cartridge. To get the maximum enjoyment from this product, please be sure to read the instruction manual thoroughly before play.

MONSTER WORLD IV

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Prologue

Ahem (cough)... Is this thing switched on? ... It is?

Ho ho ho! Hello there, traveler! I am the venerable Sage of Save, Master of Stories, and preserver of the historical record. I hope you're sitting comfortably!

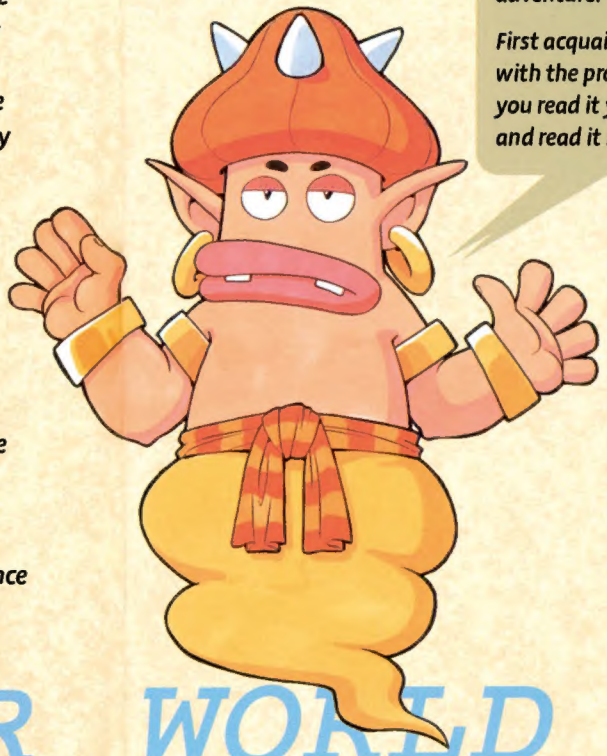
In my time, I have been tasked as keeper of many of the forgotten legends of Monster World! There is the legend of the hero who confronted a mighty enemy alone; there are legends of boys and girls fighting together against a common foe. There was even the legend of heroes who fought alongside spirits. Many heroes sought courage and wisdom, and for their efforts were rewarded with a hard won peace!

But peace is all too often a fleeting dream. In the blinking of an eye the world has once more been plunged into chaos! Dark days when monsters rampage and fear reigns. A time of terror!

But from out of the darkness came a ray of light: a single girl who hears the call to become the hero the world needs her to be!

The name of this girl is Asha!

The road ahead is long, and she will require assistance in her journey. Assistance from somebody like you, traveler. Are you equal to the task?



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Take control of Asha at this critical hour as she follows the whispers in the wind that call for her help. There are many mysteries to solve, and many enemies to defeat!

Starting the Game

Push the START Button at the title screen to display the select screen.

* If you don't push the START Button, the demo and opening visuals will be displayed.

Start a New Game

At the select screen, use the D-Button to select "NEW GAME" and then push the START Button.

Continue an Old Game

At the select screen, use the D-Button to select "CONTINUE" and then push the START Button. You will begin from the point you last saved.

When Using CONTINUE

When you select CONTINUE, you will be prompted to select a save pot. Use the D-Button to select one, and push Button A or C to confirm.

Saving Games

During gameplay, simply approach the Sage of Save to save your progress.

Use the D-Button to select a save pot, and push Button A or C to confirm. Any existing data in the selected save pot will be overwritten.

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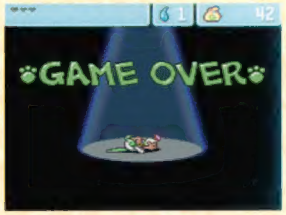
Game Over



When your Life runs out, it's game over. Literally!

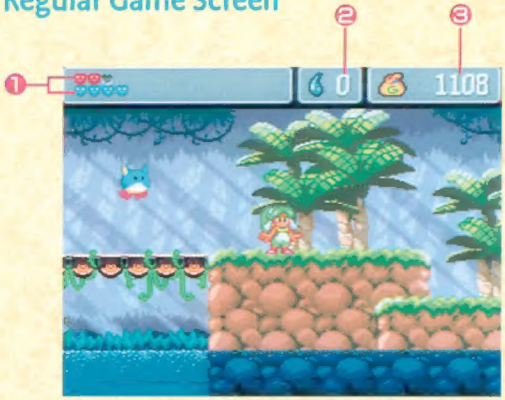
All is not necessarily lost though. Push Button A, B or C to display the options below.

Use the D-Button to select an option, and push Button A, B or C to confirm.

CONTINUE: Restart the game from the last save point.

GAME END: Finish and return to the title screen.

Regular Game Screen



❶ Life: Take damage and this will drop. If it runs out completely, then it's game over.

The number of Red Hearts you have is determined by the armor you have equipped.

One Blue Heart is gained for every 10 Life Drops collected.

❷ Life Drops: Number of Life Drops collected.

❸ Gold: Value of Gold collected.

Item Screen

Push the START Button during gameplay to open the Item screen. Use the D-Button to select an item and push Button A or C to see a description. Push the START Button or Button B to return to the regular game screen

❶ Equipped weapon, armor and shield.

❷ Healing Medicine, if you're lucky enough to have any.

❸ Current items. Use the D-Button to select an item and push Button A or C to use.

★ Weapons, Shields and Armor are equipped automatically when you buy them for your safety and convenience.

★ Some items may only be used in a specific location.

Shop Screen

Stand in front of a shopkeeper and push the D-Button up to regard their wares.

Use the D-Button to select an item and push Button A or C to buy.

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Using Healing Medicine

Highlight the Healing Medicine at the Item screen and push Button A or C. You will be prompted to confirm whether or not you really wish to use it. If you're absolutely certain that now is the time, use the D-Button to highlight YES and push Button A or C to use the medicine.

Heart Vending Machine

Found in dungeons. Stand in front of a Heart Vending Machine and push the D-Button up to display the shopping screen. Use the D-Button to select a jar and push Button A or C to purchase.

Recovering Life

Stand in front of the divine statue and push the D-Button up.

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Controls

★ Buttons X, Y and Z are not used.
★ Game can be played with a 3 button controller.

Walk

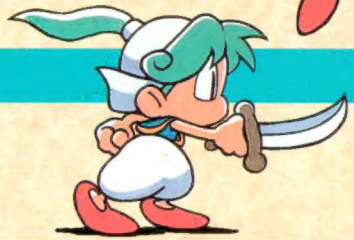
Push D-Button left or right.

Run

Push D-Button left or right twice and hold down.

Jump

Push Button C.



Attack

Push Button A.

Upthrust

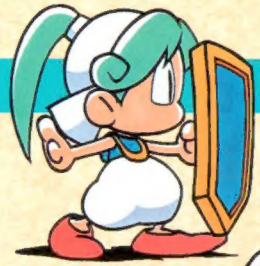
Push D-Button up during jump, then push Button B.

Jump Attack

Push Button B during jump.

Downthrust

Push D-Button down during jump, then push Button B.



Shield

Push D-Button down.

Enter Through Door

Push D-Button up in front of a door.

Exit Through Door

Push D-Button down in front of a door.

Jump Down

Hold D-Button down, then push Button C.

Grab Onto Rope

Jump to overlap with rope, then push D-Button up.

Climb Up Rope

Grab Onto Rope, then push D-Button up.

Climb Down Rope

Grab Onto Rope, then push D-Button down.

Push Button B to slide down.

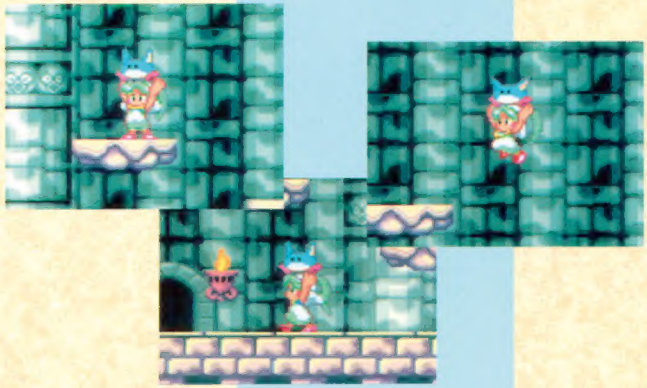
Talk

Overlap with a person, then push D-Button down.

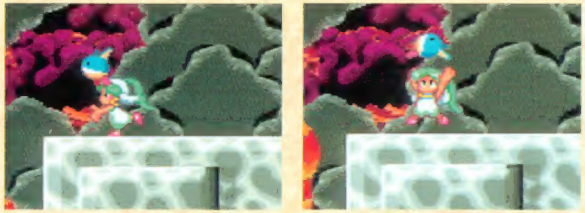
Pepelogoo

Once this mysterious little creature joins you at Rapadagna, you will be able to perform various useful pair actions.

Push and hold Button A to call Pepelogoo.



While holding the Pepelogoo, push Button A to throw him in the direction that you are facing.



Throw the Pepelogoo to press switches or seal off dangerous places. Pepelogoo can often help you when you become stuck.

Pepelogoo Parachute

Jump while holding the Pepelogoo to glide through the air.

Double Jump

While performing a Pepelogoo Parachute, push Button C to perform a mid-air jump. A double jump will allow you to reach places that are too high or too far to reach with a regular jump.

Equipment

Purchase equipment in town stores. Purchased items are equipped automatically and will automatically replace any previously equipped ones.

Armor

The level of Asha's Life Meter is determined by the Endurance of the armor she is wearing.

Sword

Use swords to attack monsters and vanquish fiends.

Shield

Use shields to defend yourself against enemy attacks.

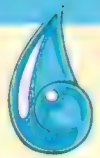
Items

Find these in treasure chests or by defeating enemies.

Healing Medicine

Recover Life with this item via the Item Screen. If you have a Pepelogoo, this will be used automatically any time you run out of Life.

Life Drop



Expands Asha's Life Meter. One Blue Heart will be added for every 10 Life Drops collected.

Magic Lamp

Use this to summon the Genie of the Lamp.

Asha

The heroine of our story. Her destiny is to save Monster World, but she'll need a lot of help along the way!

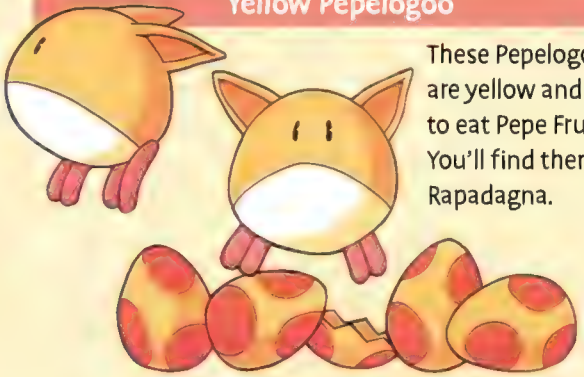
Pepelogoo

A mysterious creature that joins Asha on her quest. This Pepelogoo is blue for some reason.

Purapril XIII

A beautiful princess that longs for a lasting peace in the enchantingly nomenclatured "Monster World".

Yellow Pepelogoo



These Pepelogoo are yellow and love to eat Pepe Fruit! You'll find them in Rapadagna.

Asha's Father

He always knew his daughter was a dreamer, but he dreams of the day she will make him proud by becoming a mighty warrior!

(Not that he isn't proud of her already...)

Asha's Mother

She is dreading the day her daughter becomes a mighty warrior. Mothers tend to worry about these things.

Genie of the Lamp

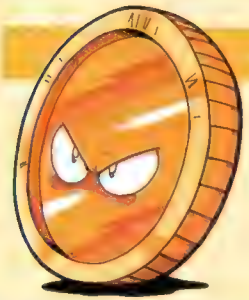
That would be me then!

I live to serve Asha on her quest.

Doesn't that just sound like a mountain of fun...

Sage of Save

An elderly old oldster who helps to preserve the historical record. He typically just turns up uninvited out of nowhere, accompanied by a faint smell of cabbage.



Creeping Coin

Pyramid Soldier

Roper

Cloud

Axe Beak

Quest Map

1
0

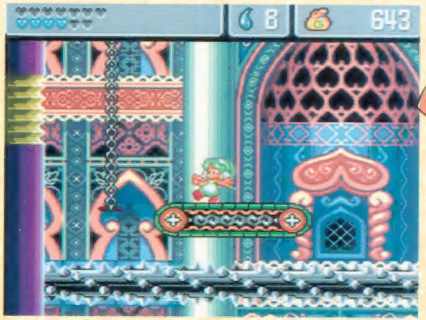
1
241

1
22

2
487

4
284

2
912



Epilogue

Ho ho ho! So there it is, traveler... In mere moments, Asha will set foot out the door! And though her courage has yet to be tested, the journey ahead will be fraught with tough challenges I'm certain she can overcome. Perhaps... With the right help...

So what are you waiting for, traveler? The fate of the world rests in your hands!!

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Precautions

● Make sure the power is OFF!

Before removing a cartridge, make doubly sure that the console power is switched to OFF!

● Don't Touch the Terminals!

Do not touch the terminal contacts or allow them to get wet. Doing so will damage the cartridge!

● Avoid Chemical Cleaners!

Do not use chemicals such as benzine or solvents when wiping off dirt.

● Cartridges are Delicate!

Do not subject your cartridges to strong shocks. Striking or stepping on a cartridge will damage it!

● Storing your Cartridges

When choosing somewhere to store your cartridges, try to avoid places that are unusually hot, cold or humid.

● Precautions while Playing

If you play for an excessive period of time, your eyes will become fatigued. Try to take a 10 to 20 minute break for each hour of gameplay. Sit as far back from the TV as the controller cables will allow.

HEALTH CONCERNS

Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in some individuals. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning for owners of projection televisions: *Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.*

Notes